Giorgi Omarashvili

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Education

Bachelors of Computer Science   Tbilisi, Georgia

Alte University | IT School   2024 – 2028

- Relevant Coursework: Object-Oriented Programming, Data Structures, Algorithms, Software Architecture, Web Development

Apprenticeship in GITA   Akhmeta, Georgia

GITA – Georgian Innovation and Technology Agency   2020 - 2024

- Relevant Coursework: Web Development, Software Development, Electrical Engineering, Graphic Design

Projects

Beetkar   Arduino|Teensy|Python|Next.js|React.js

Beetkar is a startup founded by me and my friends, focused on improving beehive health monitoring. We developed a device equipped with sensors and an IR camera to track hive conditions and detect diseases or mite-infected bees. As part of a four-person team, I was responsible for developing software for Beetkar's hardware and designing and maintaining the company website. Our startup successfully secured two grants in our region.

AI-Skola   Next.js|React.js|Typescript

AI-Skola is a startup project created by me and my friends, designed as an AI-powered platform for school students, intended to replace Georgia's current web system. As part of a four-person team, I was responsible for designing and developing the platform's front end. Our startup successfully won a grant for our school.

Pixeler   Python

Pixeler is a personal project I created, designed to help users create pixelated drawings in the game *Starving Artists*. I made the program open-source, and it gained popularity among the game's community.

TapNgo   Android Studio

TapNgo is a startup project created by me and my friends, designed to allow users to access their hotel rooms using their phones instead of physical keycards. I was responsible for developing the Android application and implementing the NFC system for secure room access.

Skills

· Web Development: HTML, CSS, JavaScript, TypeScript, React.js, Next.js, Node.js

· Mobile Development: Android Studio

· Familiarity and Experience with Relaonal and Non-Relaonal Databases

· Version Control: Git, Github

· Algorithms, Data Structures, Object-Oriented Programming

· Software Development: C++, Python, C#

· Hardware: Arduino, ESP32, Teensy, Raspberry PI | Familiarity with IoT Technologies and Circuits

· Game Development: Unreal Engine, Unity

Languages

Georgian (Nave), English (Professional working prociency)